

The Open Chess Book Collection

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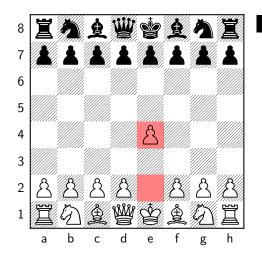
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Stafford Gambit: Stafford Gambit

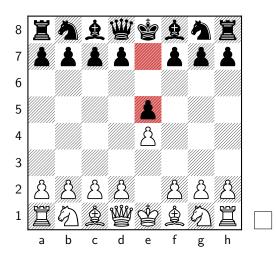
accepted: Overview

1 e4

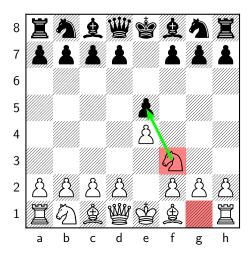


—Introduction— Hi everyone. I've created this study both for people who wish to try the stafford gambit as black and for people who want to learn how to response properly to this gambit. Be aware though that this opening is objectively unsound, and there are several ways to counter it with white and to get a significant advantage. If you play this opening you are essentially accepting a losing position in which you have to swindle your opponent to win. It's extremely fun but it's not a proper way to play chess. If you are a beginner player looking to build an agressive repertoire as black against e4 this is not the way to do it. However it is still extremely tricky and it is extremely easy for white to go wrong while playing seemingly solid moves. It's a good surprise weapon for Blitz and bullet, especially if your main opening against e4 is the Petroff. I've incorporated ideas from Eric Rosen, Jonathan Schrantz, Daniel Naroditsky and others as well as ideas of my own. Currently this line is undergoing a boom in popularity on the internet and new variations and tricks are often found. So I'll try to keep this study updated. Don't forget to drop a like if you enjoyed it =)

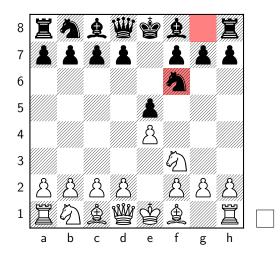
$1\dots \mathrm{e}5$



2 **1** f3



2... **②**f6

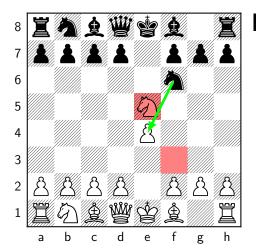


The Stafford Gambit is an e4-e5 opening that can occur in the russian game.

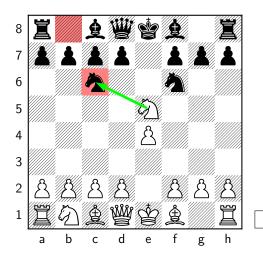
2... **包f**6

1. **3 ≜c4** Bc4 can lead to a reverse Stafford gambit **3...** ②×**e4 4** ②**c3** ②×**c3 5 d**×**c3** This is actually slightly better than the normal stafford gambit as white as an extra tempi.

3 ②xe5



3... ∕∆c6



Here the main response is to drive the knight away and then recapture the pawn

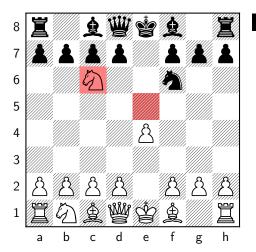
- 3 ፟∅xe5 Here the main response is to drive the knight away and then recapture the pawn
 - 3...d6 4 ∅f3 ∅xe4 The Petroff is considered as a very solid but also very placid way to response to e5

Black offers an exchange of knights. This trade is very favorable for white as it will damage Black's struture and give time to defend the e4 pawn. Therefore Back is sacrificing a pawn and in exchange will beneficiate from open diagonals for the bishops and a semi open file for the queen as well as a slight lead in development. However, if White plays accurately he should be able to come up on top of the ensuing struggle with its extra e pawn.

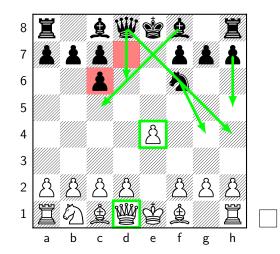
- 3... ©c6 Black offers an exchange of knights. This trade is very favorable for white as it will damage Black's struture and give time to defend the e4 pawn. Therefore Back is sacrificing a pawn and in exchange will beneficiate from open diagonals for the bishops and a semi open file for the queen as well as a slight lead in development. However, if White plays accurately he should be able to come up on top of the ensuing struggle with its extra e pawn.
 - 1. 4 ♠c3 White can get into a halloween Gambit by ignoring the knight. this is higly dubious.
 - 2. 4 ♠f3 White can refuse the gambit with either Knight back to f3 or d5. It's objectively a poor decision since in theory this gambit is dubious for black but it can happen. Then the position will revert to a normal Petroff position. Stafford players would be well advised to know these lines as well.
 - 4... ∅×e4 5 ∅c3 ∅×c3 6 d×c3

3. 4 d4

4 ᡚxc6



$4...d \times c6$



This move accepts the gambit. White is technically better and Black objective is now to try to trick white into blundering something.

4 ፟∅×c6 This move accepts the gambit. White is technically better and Black objective is now to try to trick white into blundering something.

1. $4...b \times c6$ Inferior capture

Taking with d is better. It opens the light square bishop and the semi-open file for the queen.

4...d×c6 Taking with d is better. It opens the light square bishop and the semi-open file for the queen.

1. **5 e5**

1.1. **5... ②e4**

1.1.1. **6 d4**

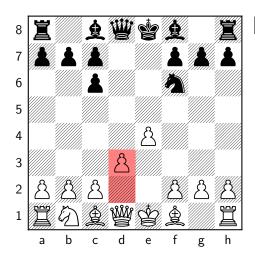
1.1.2. **6 d3 ≜c5**

1.2. 5... ②d5 6 d4 单f5 7 单c4 豐d7 8 O-O O-O-O

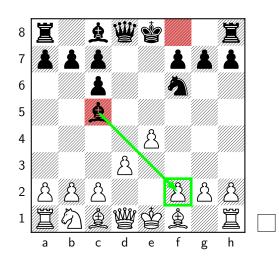
 ${f 5}$ ${f f3}$ Surprisingly f3 is a viable way of fighting the Stafford gambit

3. 5 ②c3 ≜c5 6 h3 Very important move. Knight to g4 must be prevented.

5 d3



5...**≜**c5



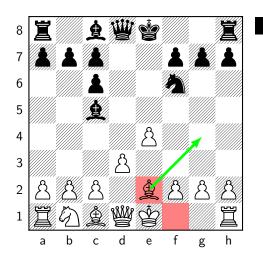
d3 is the normal response to the Stafford. Black has many different traps and idea depending on how White decides to set his pieces up. It's fairly easy to fall into any of Black's tricks if White isn't well prepared.

Bc5 is a pivotal move in the Stafford Gambit. Targetting the f2 pawn is key to black strategy.

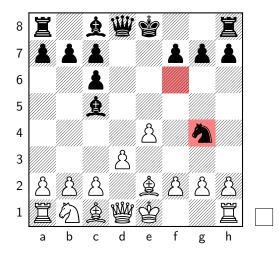
- 5... \(\delta c 5\) Bc5 is a pivotal move in the Stafford Gambit. Targetting the f2 pawn is key to black strategy.
 - 6 h3 It's technically playable but it allows for a double sacrifice which leads to a very unpleasant King walk for white. I do not advise you to go into this as white.

- 2. 6 **\$g5 2**×e4
 - 2.1. 7 **\$\delta**\d8 **\$\d8 \$\d\$\req\$r2+ 8 \$\delta**\end{g}e2 **\$\delta**g4#

6 **≜**e2



6...**₽**g4



 $\mbox{Be2}$ seems natural, it develops the bishop while guarding the g4 square

- $\mathbf{6} \triangleq \mathbf{e2}$ Be2 seems natural, it develops the bishop while guarding the g4 square
 - 1. **6...h5** Probably the most common and ambitious move for black. Very tricky lines can arise from this position.

7 c3 **≜**b6

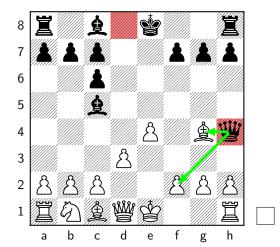
2. 6... add 7 c3 c3 d4 is a common idea to refutate the Stafford. I'll explore this a bit further in later chapters.

7...**≜**b6

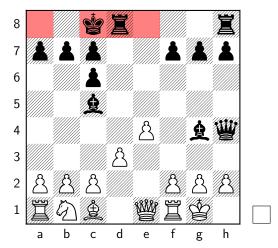
8 Ad2 We protect the e4 pawn to play d4 and shuts down the bishop. If you get this as black you must castle Queenside and try to play c5 to re-activate your dark-squre bishop

Just an example of how the game could unfold from there. Ng4 is a temporary sacrifice which allows to gain the Bishop pair

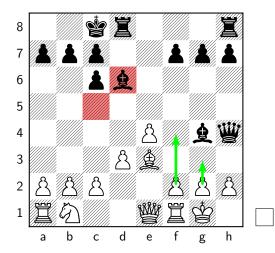
7 **ዿ**×g4 豐h4



8 O-O **≜**×g4 9 **瞥**e1 O-O-O



10 **≜e3 ≜d6**



Double attack to regain the piece

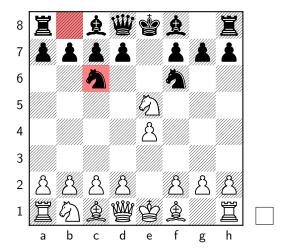
Objectively white should be better, but with opposing side castles and the bishop pair Black might have practical chances.

This is the favorite line of the computer but Black can also try to trick White with other ideas. You don't have to go for this as black if you want to keep more pieces on the board.

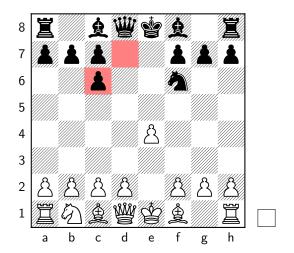


Stafford Gambit: Stafford Gambit: The Big trap - 5. d3 Bc5 6. Bg5

1 e4 e5 2 **2** f3 **2** f6 3 **2** xe5 **2** c6



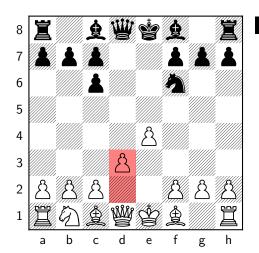
4 ∅×c6 d×c6



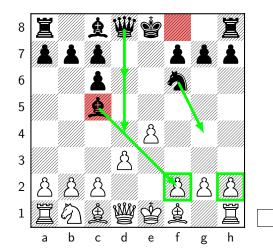
Instead of going for the main line of the Petroff Black gambits the e pawn

Now the e4 pawn is attacked. If white wants to keep its extra-pawn White needs to defend it

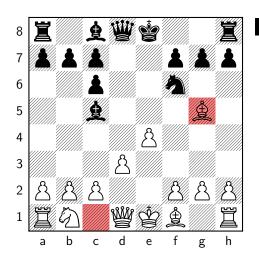
5 d3



$5\dots \&c5$



6 **\$g**5



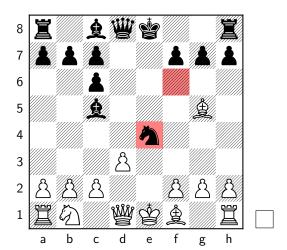
Natural move

The point of the Stafford gambit is to allow for quick development and attack the white king

- 5... &c5 The point of the Stafford gambit is to allow for quick development and attack the white king
 - 1. 6 **@e2** That's the main move of the refutation
 - 2. **6 h3** Prevent the black knight from going to g4, also playable

This appealing move is a mistake

6... ②×e4



6... ②×e4

1. **7** d×e4 Now white loses the queen

7... ≜×f2+

1.1. 8 當×f2 豐×d1

1.2. **8 含e2 单g4+** This cannot be avoided **9 含xf2 豐xd1**

 $\mathbf{7} \triangleq \mathbf{e3}$ White may realise the danger and bring back their bishop

7... **≜**×e3

2. 2.1. **8** fxe3 ******* h4+ White position is going to cramble but they can try to put up a fight before going down.

9 g3 **②**×g3

2.1.1. **10 h×g3 ≝×h1**

2.1.2. **10 \(\beta\)g1** White is trying to create as much chaos as possible to survive but unfortunately Black has a force win whatever White does

10... ②e4+ Discovery check [

2.1.2.1. 11 $\sqsubseteq g3$ It's the only way to stop mate 11... $\overset{\bullet}{\mathbb{P}} \times h2$ Threatening mate again 12 $\overset{\bullet}{\mathbb{P}} f3$ $\overset{\bullet}{\mathbb{P}} \times g3 + 13$ $\overset{\bullet}{\mathbb{P}} \times g3$ And black is now winning

2.1.2.2. **11 曾e2 豐f2**#

2.2. **8 dxe4** If they take the knight instead of the bishop we have the same tactical motive as before to win the queen

8... **≜**×f2+

2.2.1. **9 尝×f2 豐×d1**

2.2.2. 9 **含e2 含g4+ 10 含×f2 營×d1**

7 **we2** White creates a pin on the knight to limit damage

7... 魚×f2+ 8 営d1 豐×g5 9 豐×e4+ 営d8 It's important to put the king on d8 instead of f8 to bring the rook into the game

10 **≜**e2 **□**e8

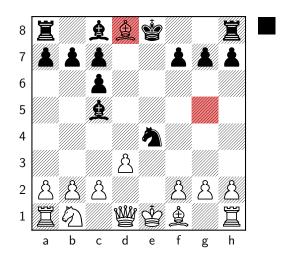
3. 3.1. **11 豐f3 罩×e2**

3.1.1. **12 Exe2** White need to take with the king to get both bishops.

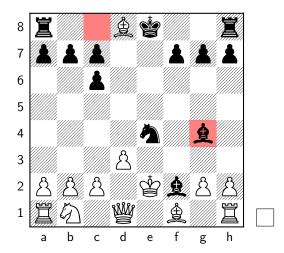
3.1.2. **12 ****e**2 ***g**4 13 ****e**x9 *14 ***c1**

3.2. 11 豐c4 豐xg2 12 罩f1 罩xe2 13 堂xe2 魚h4+ 14 堂e3 魚g5+ 15 罩f4 This forcing line just goes on forever but it's obvious that white is getting crushed

7 **总**×d8



 $7\dots$ $\mathring{\underline{}} \times f2 + 8 \overset{\bullet}{\underline{}} e2 \overset{\bullet}{\underline{}} g4 \ddagger$



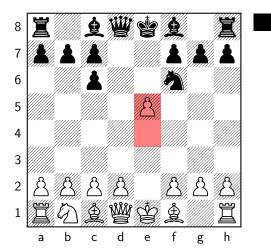
Mate is now unavoidable

A nice mating pattern.

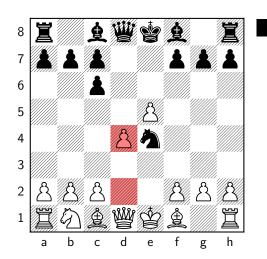


Stafford Gambit: Stafford Gambit: 5. e5 Ne4 6. d4

1 e4 e5 2 \bigcirc f3 \bigcirc f6 3 \bigcirc xe5 \bigcirc c6 4 \bigcirc xc6 dxc6 5 e5



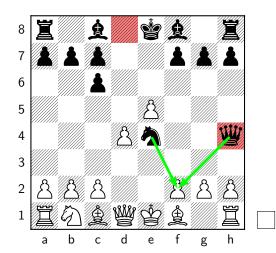
5... ②e4 6 d4



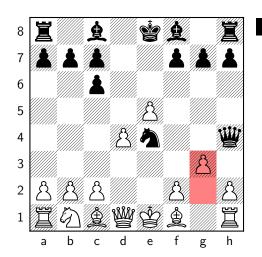
Advancing the attacked pawn to get it out of danger and gain a tempo on the knight. By no mean a bad move but a risky one. This pawn is now over extended and the f6 Knight coming in the middle of the board could easily backfire for white. White needs to play precisely from there.

Ignoring the knight for now and consolidating the pawn on e5 is the best approach here

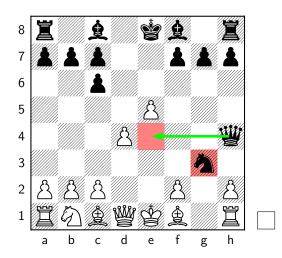
6... **₩h4**



7 g3



7...**∕**∑×g3



An enduring try to put pressure on White position $6\dots \textcircled{gh4}$ An enduring try to put pressure on White position

- 1. **7 @e2** This is the best way to defend against the Checkmate.
- 2. **7 ≜e3** Another solid move
 - 2.1. **7...f6** Black should technically be losing here but still has a lot of momentum. f6 attempts to undermine White center

8 &d3 &g4 9 \cdot c1

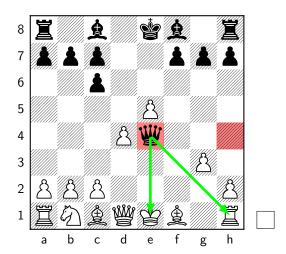
2.2. **7... \deltag4 8 \deltae2**

g3 loses the rook immediately

7...**∕**∑×g3

1. 8 h×g3 豐×h1

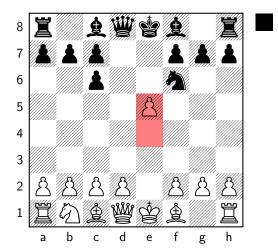
8 f×g3 豐e4+



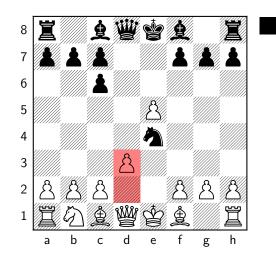


Stafford Gambit: Stafford Gambit: 5. e5 Ne4 6. d3

1 e4 e5 2 \bigcirc f3 \bigcirc f6 3 \bigcirc xe5 \bigcirc c6 4 \bigcirc xc6 dxc6 5 e5



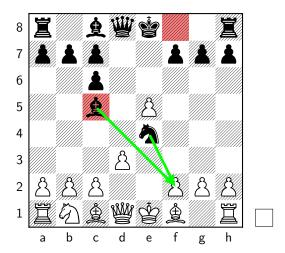
5... ②e4 6 d3



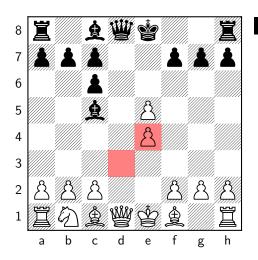
Pushing the e pawn forward to get it out of danger and kick the f Knight awat

As I mentioned in the previous chapter in this line White must play d4. In this chapter I demonstrate why

$6\dots$ & c5



7 dxe4

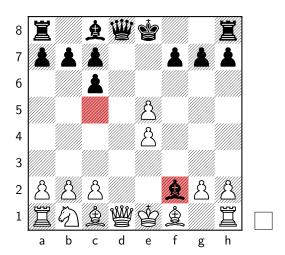


One issue with d3 instead of d4 is that it allows Black to activate their bishop and target the f2 pawn.

- 6... \(\alpha\)c5 One issue with d3 instead of d4 is that it allows Black to activate their bishop and target the f2 pawn.
 - 1. **7 \(\)e3** Now White realises that they cannot take the knight so they protect the f2 pawn with the bishop.
 - 7... $^{\circ}$ \times e3 ****** b4+ This is similar to another line we saw in a previous chapter. The duo queen + Knight is going to obliterate white position
 - 1.1. **9 曾e2 豐f2**#
 - 1.2. **9 g3 ②**×**g3**
 - 1.2.1. **10 h×g3 "∀×h1** Black is winning

Taking the knight loses the queen

7... **≜**×f2+



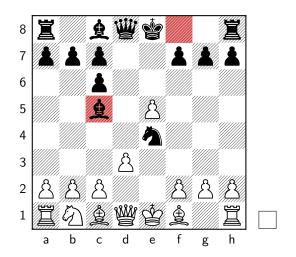
7... ≜×f2+

- - 9 當×f2 豐×d1



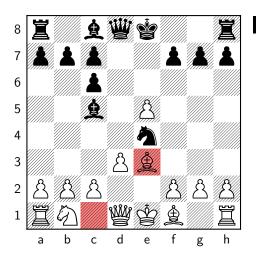
Stafford Gambit: Stafford Gambit: 5. e5 Ne4 6. d3 Bc5 7. Be3

1 e4 e5 2 \(\hat{1}\)f3 \(\hat{1}\)f6 3 \(\hat{1}\)×e5 \(\hat{1}\)c6 4 \(\hat{1}\)×c6 d×c6 5 e5 \(\hat{1}\)e4 6 d3 \(\hat{1}\)c5

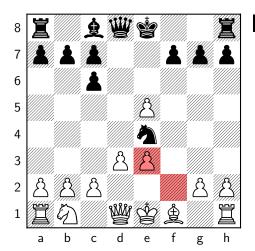


In this chapter I'll show some more sidelines in this Be3 variation

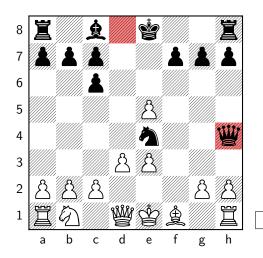
7 **≜**e3



7... ≜×e3 8 f×e3



8... **७**h4+



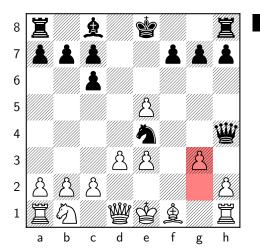
This is the only try White has to prevent losing the queen and getting checkmated.

Now the diagonal of the white king is weak

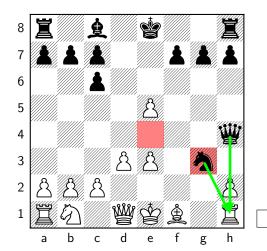
8... 豐h4+

1. **9 曾e2 豐f2**#

9 g3



9....**⊘**×g3



Only move. If white tries to run away it's checkmate

9...**∕**ᡚ×g3

1. 10 **□g1 △e4+** 11 **□g3** Best move isn't to grab the rook but to take on h2 and reiterate the mating threat

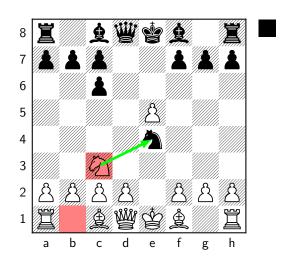
11... 豐×h2

- 1.1. **12** d×e4 豐×g3+ **13** 曾d2
- 1.2. 12 \(\frac{1}{2}\)f3 Trying to keep the rook and defend against checkmate. This leads to a force line that loses the queen
 - 12... **營**h4+ 13 **含**e2 **食**g4 [
 - 1.2.1. 14 豐e1 魚×f3+ 15 尝×f3 豐×e1 16 尝×e4
 - 1.2.2. 14 d×e4 &×f3+ 15 含×f3 營h5+ 16 含f2 營xd1
 - 1.2.3. 14 $\mbox{ $\%$d2 }\mbox{ $\%$f2+ 15 }\mbox{ $\%$d1 }\mbox{ $\%$xf1+ 16 }\mbox{ $\%$e1}$ $\mbox{ $\&$xf3+ 17 }\mbox{ $\%$c1 }\mbox{ $\%$xe1$#}$



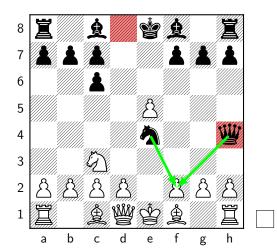
Stafford Gambit: Stafford Gambit: 5. e5 Ne4 6. Nc3

1 e4 e5 2 \bigcirc f3 \bigcirc f6 3 \bigcirc xe5 \bigcirc c6 4 \bigcirc xc6 dxc6 5 e5 \bigcirc e4 6 \bigcirc c3

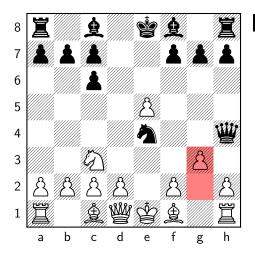


Attacking the knight to move it away from the center. This is a good move.

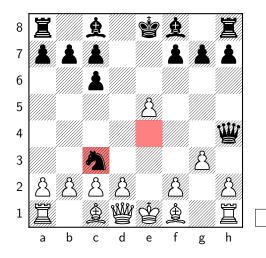
6... **營h4**



7 g3



7...∜⊃×c3



Black of course doesn't want to take on c3. Qh4 threatens checkmate.

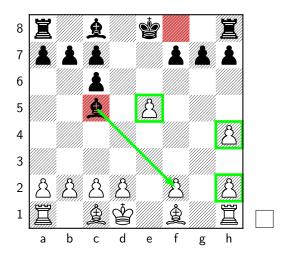
- **6... 響h4** Black of course doesn't want to take on c3. Qh4 threatens checkmate.
 - 1. **7 豐f3** This is the best response. Black is now in trouble.
 - 1.1. 7... **②c5**
 - 1.2. **7... ②**×**c3 8 d**×**c3 ≜e6**
 - 7 **②**×e4 This loses the pawn and allows Black to equalize the game easily.
 - 7... ******xe4+ Black is going to win one of these pawns whatever white does
 - 8 **食e2 豐×g2 9 食f3 豐g6** Black is fine

White might goes for the natural g3 thinking that the pawn is sufficiently protected. But here it doesn't work because of the fork on e4

7...**②**×c3

2. 8 d×c3 **e**4+ 9 **e**2 **e**xh1 Black is winning here.

8 g×h4 $2 \times d1$ 9 $2 \times d1$ $2 \times d1$

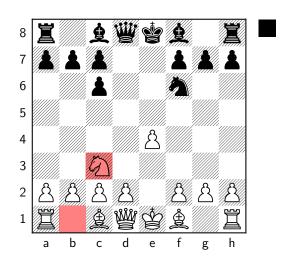


White poor pawn struture gives Black enough targets to compensate for the pawn. Black is fine here.



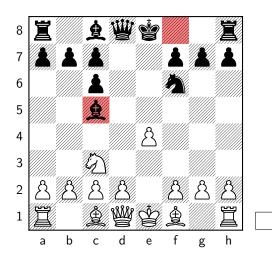
Stafford Gambit: Stafford Gambit: 5. Nc3 Bc5 6. Be2

1 e4 e5 2 \bigcirc f3 \bigcirc f6 3 \bigcirc xe5 \bigcirc c6 4 \bigcirc xc6 dxc6 5 \bigcirc c3

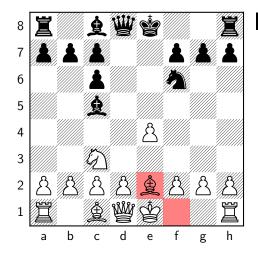


Defending the pawn while developing the knight. One of the best counter to the Stafford. Still white must play precisely to avoid being swindled.

5... 含c5



6 **\$e2**



5... 含c5

- 1. **6 Ac4** Bc4 attempts the same thing as Be2 but places the Bishop on a more agressive square. More on this move in the next chapter
 - **6...** 2**g4** White is forced to protect with the rook or else...

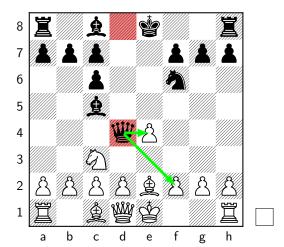
7 O-O 豐h4

8 h3 ∅×f2

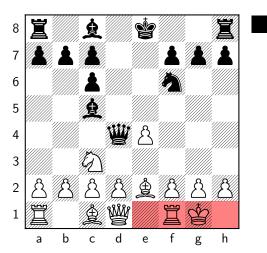
- 1.1. 9 罩×f2 豐×f2+ 10 含h1
- 1.2. 9 豐f3 氫×h3+ 10 曾h1 包f2+ 11 曾g1 豐h1#
- **6 h3** It's a the best move. It stops Knight to g4 ideas for now. This might be the most pratical line to battle the Stafford gambit. But still white has to proceed with caution as Black could attempt Fishing pole traps with h5. Deeper analysis required

Trying to castle while continuing development however this allows Black to find compensations and to drag the game into some tricky lines. This move is good example of why the Stafford is so dangerous. It looks completely fine at first glance but allows Black to potentially take the upper hand.

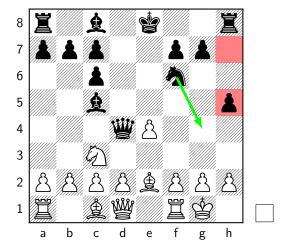
6... **≝**d4



7 O-O



7...h5

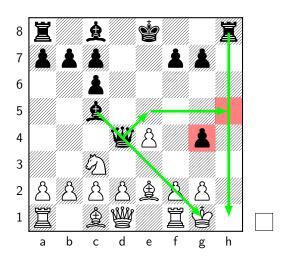


Because of the mate threat White is forced to castle.

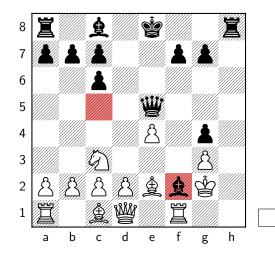
7 O-O

2. 7... ②×e4 Note that in this line Black can already equalize and regain the pawn after Knight takes e4

8 h3 2g4 9 h×g4 h×g4



10 g3 豐e5 11 曾g2 奠×f2



It's impossible for white to defend against the idea of Queen e5 followed by queen h5.

9... h×g4 It's impossible for white to defend against the idea of Queen e5 followed by queen h5.

1. 10 **食**×g4 豐e5 11 g3 豐×g3#

It's a clearance sacrifice which makes it impossible for white to stop the checkmate on the h file if they capture with the rook.

11... \(\triangle \times f2\) It's a clearance sacrifice which makes it impossible for white to stop the checkmate on the h file if they capture with the rook.

1. **12** 曾×f2 罩h2+

1.1. **13 曾e3 豐×g3+**

1.1.1. **14 \$\dd\$d4 \$\dd\$e6**

1.1.1.1. **15 d3 c5+ 16 営xc5 豐d6+ 17 営b5** a5

1.1.1.1.1. **18** b4 豐×b4井

1.1.1.1.2. **18 a3 "c6**#

1.1.1.2. **15 曾c5 豐d6**#

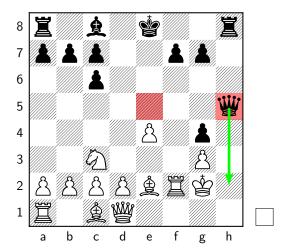
1.1.2. 14 \(\psi f3 \) \(\psi e6 15 d4 \) \(\psi c4 16 \) \(\psi e1 \) \(\psi h3 \)

1.1.2.1. **17 罩f2 豐h6**#

1.1.2.2. 17 ②e2 罩×e2+ 18 豐×e2 魚×e2 19 • \$\times \text{e2} \ g \times f3 + 20 罩 \times f3 豐g2+ 21 罩f2

1.2. **13 ♦e1 ₩**×**g3**+

12 罩×f2 豐h5

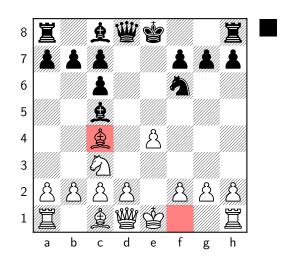


Now that the rook cannot go the h-file it's impossible for white to stop the attack $\,$



Stafford Gambit: Stafford Gambit: 5. Nc3 Bc5 6. Bc4

1 e4 e5 2 \bigcirc f3 \bigcirc f6 3 \bigcirc xe5 \bigcirc c6 4 \bigcirc xc6 dxc6 5 \bigcirc c3 \bigcirc c5 6 \bigcirc c4

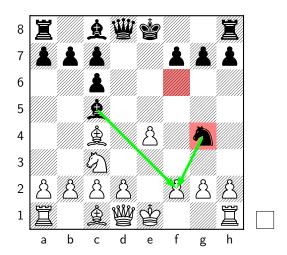


Again a natural looking move which blunders some tactics on the f2 square by allowing Knight g4. A lot of people falls for this one.

6 \(\textit{\alpha}\)c4 Again a natural looking move which blunders some tactics on the f2 square by allowing Knight g4. A lot of people falls for this one.

1. **6...** ≜x**f2+** Also possible here is this move. Black regains the pawn and the white king is in the centre.

6...**₽**g4



White must either castle or play Rf1 to defend the pawn both options lead to an advantage for Black.

- **6... ②g4** White must either castle or play Rf1 to defend the pawn both options lead to an advantage for Black.
 - 1. **7 O-O** If they castle Black immediatly gets a deadly attack.

7... **營h4**

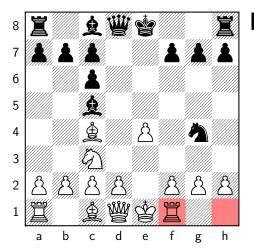
8 h3 ∅×f2 This is were the fun begins. White is going to get crushed but they can throw a few punches to try to destabilize Black.

- 1.1. 9 罩xf2 豐xf2+ 10 含h1 食e6
- 1.2. 9 豐f3 公×h3+ 10 曾h1 公f2+ 11 曾g1 豐h1#
- 1.3. 9 Axf7+ White has this trick. Sacrificing a bishop to pin the Knight thus stopping the attack and creating some threats on Black's king. Therefore Black should not take this free piece and simply sidestep out of th check.
 - 1.3.1. **9... ∲f8**
 - 1.3.1.1. **10 幽h5** This is white best attempt to confuse Black
 - 1.3.1.1.1. 10... $\triangle \times e4+$ Is the way to go

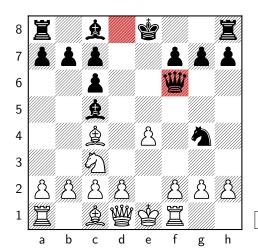
 - 1.3.1.1.1.1.1 **14** 罩×f2 豐×f2
 - 1.3.1.1.1.1.2. 14 曾g1 ②g4+ 15 罩f2 豐×f2+ 16 曾h1 豐g1#
 - 1.3.1.1.1.2. **11 曾h2 豐g3+ 12 曾h1 魚d6 13 魚g8+ 曾e7 14 豐f7+ 曾d8**There is no check left **15 豐f8+ 魚×f8**
 - 1.3.1.1.2. 10... ♠xh3+ This is a mistake because after Kh2 Black has no good discovery. There is no double check and both the Queen and the Knight are attacked. Therefore Black is losing.
 - 11 **\rightarrow**h2

營h2#

- 11... $\triangle d6+$ 12 e5 $\triangle \times e5+$ 13 $\stackrel{\text{\tiny def}}{=} \times e5$ $\stackrel{\text{\tiny def}}{=} \times e5+$ 14 $\stackrel{\text{\tiny def}}{=} 1$ $\stackrel{\text{\tiny def}}{=} \times e5+$ Material is equal but the black king is extremely weak.
- 1.3.2. 9... 增×f7 10 d4 Cutting the connection between the bishop and the Knight 10... ≜b6 11 罩×f2+
- 7 **g**f3 Trying to counter-attack the f7 paw. Unfortunately this runs into Black's next move
- 7... **②e5** Simultaneously defending f7 and forking queen and Bishop [
- 2 2 1 8 幽e2 幽h4 9 g3 幽h3 10 幽f1 約xc4 11



7... 響f6



This is white best tries but it leads to a very complicated and messy position.

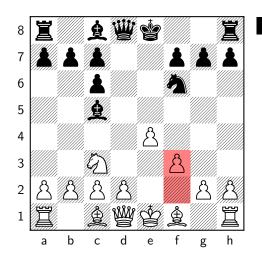
Putting even more pressure on f2

- 7... **§** f6 Putting even more pressure on f2
 - 1. 8 h3 ≜xf2+ 9 №e2 The white king has now lost his castling right and is stuck in the center of the board. Besides Black has recovered his pawn.
 - 9...b5 10 **\$b3** b4 11 **公**a4 **豐**f4
 - 1.1. **12** h×g4 Taking the Knight leads to checkmate as it allows the light-square bishop to jump into action.
 - 12... $\mathring{\mathbb{Z}} \times g4+$ 13 $\mathring{\mathbb{Z}} d3$ $\mathring{\mathbb{Z}} d8+$ 14 $\mathring{\mathbb{Z}} d5+$
 - 1.1.1. **15** exd5 **@d4**#
 - 1.1.2. 15 曾c4 魚e6 16 曾b3 罩d3+ 17 曾xb4 豐xe4+ 18 曾a5 豐d5+ 19 ②c5 豐xc5+ 20 曾a4 豐b5#
 - 1.2. **12 d3 豐g3**
 - 1.2.1. **13** $h \times g4$ Again taking the Knight leads to a forced-checkmate sequence.
 - 13... 奠×g4+ 14 曾d2 豐e3#
 - - 1.2.2.1. **13... ∲e7 14 ⊮d2** The p
 - 1.2.2.2. **13... **xf7 14 **e1**
 - 8 f3 公×h2 9 罩h1 빨h4+ 10 할e2 빨f2+ 11 항d3



Stafford Gambit: Stafford Gambit: 5. Nc3 Bc5 6. f3 O-O 7. Ne2

1 e4 e5 2 \triangle f3 \triangle f6 3 \triangle xe5 \triangle c6 4 \triangle xc6 dxc6 5 \triangle c3 \triangle c5 6 f3



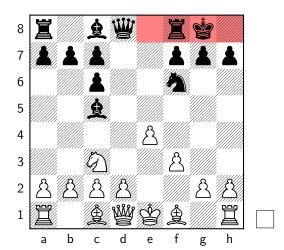
Surprisingly f3 is actually a viable option for white if white know what they are doing. However it will lead to an uncomfortable position with chances of swindling the game for black. I don't recommend this for white although it could be a descent surprise weapon against an oponnent used to playing the Stafford.

6 f3 Surprisingly f3 is actually a viable option for white if white know what they are doing. However it will lead to an uncomfortable position with chances of swindling the game for black. I don't recommend this for white although it could be a descent surprise weapon against an oponnent used to playing the Stafford.

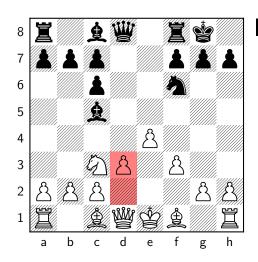
2. 6... △h5 credit to @jdcgreat for bringing this line to my attention. With Nh5 Black exploits the fact that the f3 pawn blocks the view of the queen. Of course the idea is to set up Qh4+ tactics

- 1.1. **8... ≜**e**6**
- 1.2. **8... ∅g3** doesn't work due to...
 - 9 @e1 ... pining the knight to the queen and preventing black from winning the rook
 - 9...﴿∑×f1+

6...O-O



7 d3



6...O-O

1. $7 \triangle e2$ A prime example of what not to do as white in the Stafford

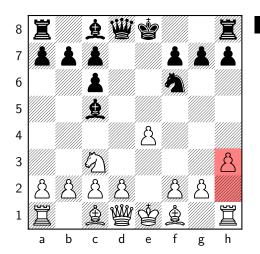
7... ② xe4 8 f xe4 曾h4+ 9 ② g3

This setup is awkward to play for white but should be good.



Stafford Gambit: Stafford Gambit: 5. Nc3 Bc5 6. h3

1 e4 e5 2 \triangle f3 \triangle f6 3 \triangle xe5 \triangle c6 4 \triangle xc6 dxc6 5 \triangle c3 \triangle c5 6 h3



h3 is a good move for white. This is one of the set-up which in theory refute the Stafford. Black's usual plans will not work against this because white has control over g4 and will try to castle long after d3 and Be3 to protect his king.

6 h3 h3 is a good move for white. This is one of the set-up which in theory refute the Stafford. Black's usual plans will not work against this because white has control over g4 and will try to castle long after d3 and Be3 to protect his king.

1. **6... 營d4** Credit goes to zorankchess for this idea.

7 **§f3** Defending the mate

7... **急b4** Trying to get a pawn back by removing the c3 knight. White has two good options. Give up the pawn with a3 or keep the pawn Bd3

1.1. **8 \dd3** But Bd3 guards everything

8... \triangle **d7** We are trying to manoeuvre our knight to e5 to hit the Bishop which isn't very well placed [

1.1.1. 9 O-O This is the most practicle line for white IMO

9... **②e5** 10 **豐e3**

1.1.1.1. **10... ≌**×e3 **11** d×e3

1.1.1.1.1 **11... ≜d7 12 ⊘**e2

1.1.1.1.2. **11... \$\picong c3 12 b\picong 3**

1.1.1.2. **10... a**d6 **11 a**e2 **11... a**c5 **12 a**g3

1.1.2. **9 △e2** The engine's top choice. But from a practical and human perspective it's just a horrible move.

9... \documenter{\pmathbb{e}} d6 10 \documenter{\pmathbb{e}} g3 Trying to force a queen trade

10... **\trianglee5** It's better to decline and give a second pawn

1.1.2.1. 11 ****xg7** You can try to complicate the game like this. White's pieces really lack coordination. The Darksquare Bishop is stuck behind the pawns, the queen is

11... **፭**f8

1.1.2.1.1. **12** \triangle **f4** preventing Be6

12... **≜**d7

1.1.2.1.1.1. **13 \mathbb{m}g5** White has to stop black from castling queen side and from launching a big attack.

1.1.2.1.1.2. **13 O-O** Castling is too dangerous or white here but you

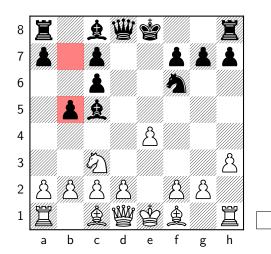
1.1.2.1.1.3. **13 營g3 O-O-O**

1.1.2.1.2. **12 豐×h7**

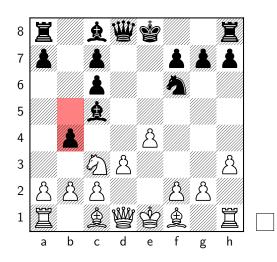
1.1.2.1.2.1. **12... ≜e6**

13 O-O O-O-O If white allows this Black gets a winning mating attack thanks to all of the open files and diagonales in front of the white king

6...b5



7 d3 b4



6...b5

2. 7 豐f3 I haven't look too deep into this variation yet but Qf3 seems like a reasonable idea to avoid Black's trap.

7...b4 8 包e2 **@e6** 9 d3 **@d6** 10 **@d2**

- 2. **7 a3** a3 is probably the simpler way to deal with b5. White stops b4.
 - 2.1. **7...O-O 8 d3** In this position, unfortunately black doesn't seem to have a lot of ressources to try to swindle the game.

8...a5

2.2. **7...a5** 8 d**3**

2.2.1. **8... ≜e6**

2.2.2. **8...b4 9 a×b4 a×b4** It's impossible for black to play b4 now because of the pin.

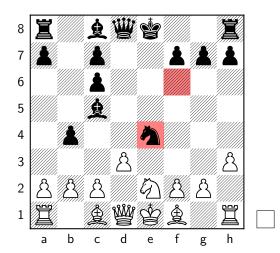
7...b4

- 1. 8 \(\hat{\D}\)b1 \(\hat{\D}\)xe4 9 dxe4 \(\hat{\D}\)xf2+ 10 \(\hat{\D}\)e2 \(\hat{\D}\)a6+ Once b4 is played there is no way to avoid these tactics
- 2. 8 $\triangle a4$ $\triangle \times f2 + 9$ $\triangle \times f2$ $\triangle \times e4 +$ Of course white cannot capture the knight as the pawn is pinned to the queen.
 - 2.1. **10 \$\deltag1** Most people here try to hide the King on g1 but this allows Black to force a repetition and the game is a draw.

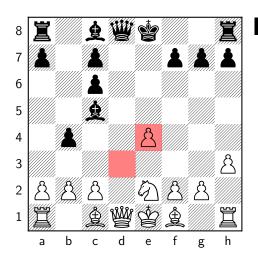
10... **豐d4+ 11 曾h2 豐d6+** And b

2.2. **10 学e3 公g3 11 学f2**

8 ②e2 ②×e4



9 dxe4



That's the all point of advancing the b pawn and chasing the Knight. Here Knight e2, the most natural move runs into a nasty tactic.

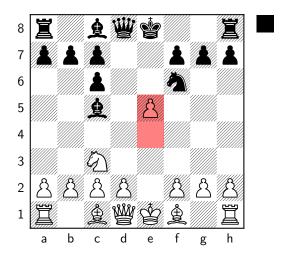
- 8... ②xe4 That's the all point of advancing the b pawn and chasing the Knight. Here Knight e2, the most natural move runs into a nasty tactic.
 - 1. **9 d4** Only move but it's already to late black has at the very least equalize.

Taking the Knight will now lose the queen



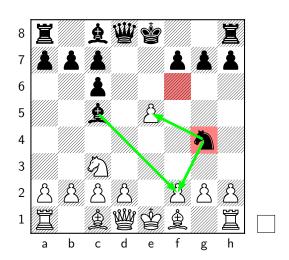
Stafford Gambit: Stafford Gambit: 5. Nc3 Bc5 6. e5??

1 e4 e5 2 \triangle f3 \triangle f6 3 \triangle xe5 \triangle c6 4 \triangle xc6 dxc6 5 \triangle c3 \triangle c5 6 e5



Kudos to tanoCurec for suggesting this variation. In this position e5 is obviously a blunder. It offers Black the extra tempi needed to launch a devastating attack.

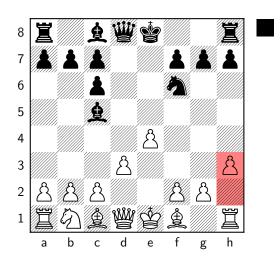
6...**₺**]g4





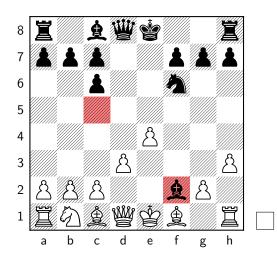
Stafford Gambit: Stafford Gambit: 5. d3 Bc5 6. h3?!

1 e4 e5 2 \bigcirc f3 \bigcirc f6 3 \bigcirc xe5 \bigcirc c6 4 \bigcirc xc6 dxc6 5 d3 \bigcirc c5 6 h3

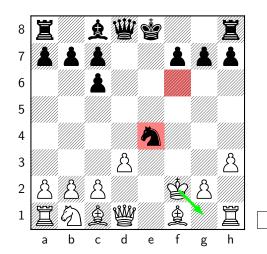


In this chapter we will be looking at the move 6. h3. This move is in my opinion inaccurate as it allows Black to chase the white king in the middle of the board with a nice double sacrifice.

6... ≜×f2+



7 🖢×f2 ②×e4+



We sacrifice the Bishop on f3

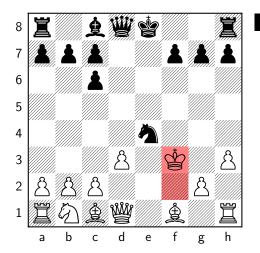
7... ②×e4+

- 1. 8 dxe4 豐xd1
- 2. 8 **ģe3 O-O**
 - 2.1. **9 *xe4** We get a transposition
 - 2.2. **9 豐f3 公g5**

 - 2.2.2. 10 ****gf4** Apparently White can keep the advantage with this move because it stops Queen to d5 check.

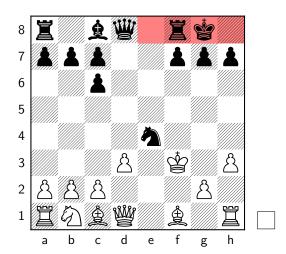
- 8 **\$g1** Leads to draw by peerpetual checks.
- 8... **曾**d4+ 9 **曾**h2
- 9.... 營e5+
- 3. 3.1. **10 \delta g1**
 - 3.2. **10 g3 豐×g3**♯

⋭f3



Of course you cannot capture the knight here. At this point we have one pawn for the piece. Our main compensation resides in the weakness of the white king.

8...O-O



8...O-O

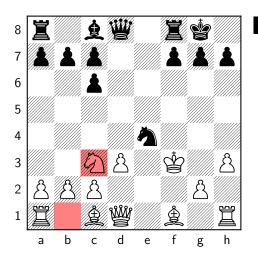
- 9 當xe4 If they take our knight this results in a draw
 - 9... ******* h4+ If you end up in this position all you have to remember is to bring both your rooks into the game on the open files, paly f5 to open up the position and to keep creating threats on the white king. The chances that white messes this up are pretty high. [
 - 1.1. 10 曾f3 豐h5+
 - 11 g4 g4 is forced
 - 11... $\& \times g4 + 12 \text{ h} \times g4 \text{ @} \times h1 + 13 \text{ $$\dot{\mathbb{G}}$} f2 \text{ f5}$ Trying to open the kind
 - 14 g5 罩ae8 15 豐f3 豐h2+ 16 豐g2 豐h4+
 - 1.1.1. 17 **★g1 □e1** This crazy line probably goes on for a long time. If black manages to keep the initiative going they should be able to eventually find a repetition and make a draw.
 - 1.1.2. 17 \(\mathbb{g}\)g3 \(\mathbb{g}\)d4+ 18 \(\mathbb{g}\)g2
 - 1.2. **10 \$\delta\$e3 \$\beta\$e8**+
 - 11 \$\d2 \d2
 - 1.2.1. **12** h×g4 The queen is trap, white has to take the bishop
 - 1.2.2. **12 豐xg4** Taking the Bishop also blunders mate
 - 12... **營e1**#

9 **≜**e2

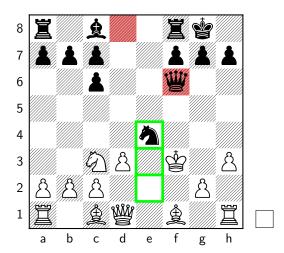
- 3. 9 \(\preceq\$f4 This is how the computer defends the position for white. Unlikely to happen in a real game.

 - 10 豐e1 豐xb2 11 ②d2 ② \times d2+ 12 $\triangleq \times$ d2 豐 \times c2 13 豐c1 豐 \times c1 14 $\cong \times$ c1 The position is better for white but black does have three pawns for the piece

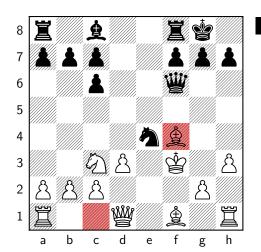
9 \(\hat{0} \) c3



9.... 豐f6+



10 **≜**f4

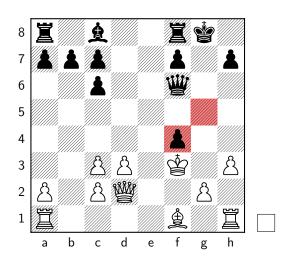


In this position most people will be too afraid to even take the knight

9.... **營f6+**

- 1. **10 \$\delta** ×e4 **\$\begin{array}{c} \text{E}e8\$ #**
- 2. 10 曾e3 曾f2+ 11 曾xe4 罩e8#
- 3. 10 曾e2 豐f2#

This is the only move, everything else leads to checkmate

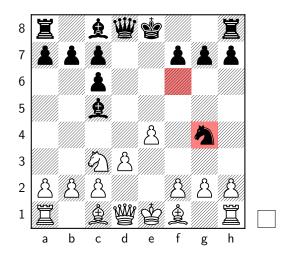


Material is roughly equal but the white king is just awkward on f3. This should be fine for black

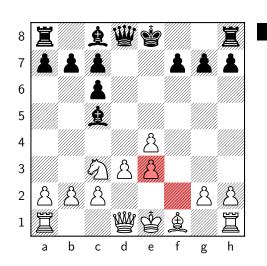


Stafford Gambit: Stafford Gambit: 5. d3 Bc5 6. Nc3

1 e4 e5 2 \triangle f3 \triangle f6 3 \triangle xe5 \triangle c6 4 \triangle xc6 dxc6 5 d3 | There is no way to defend the f pawn **≜c5** 6 **②c3 ②g4**



7 ≜e3 ②×e3 8 f×e3



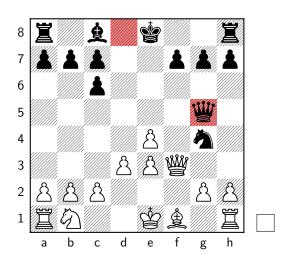
$8 \text{ f} \times \text{e} 3$

- - 1.1. **12** g×f4 **½**×e3
 - 1.2. **12** e×f4 **\(\) f3 13 \(\) h3 \(\) \(\) h1**



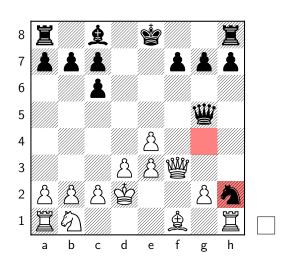
Stafford Gambit: Stafford Gambit: 5. d3 Bc5 6. Be3

1 e4 e5 2 \$\alpha f6 3 \$\alpha xe5 \$\alpha c6 4 \$\alpha xc6 dxc6 5 d3 | 8... \end{g}5\$



1. 9 **響f4**

9 **ģ**d2 ∅×h2



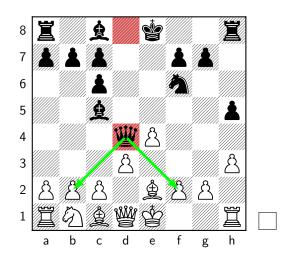
9...∜∆×h2

1. **10 罩×h2 豐e5** 11 罩h5 豐×b2

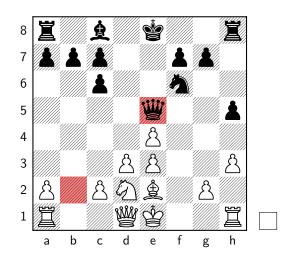


Stafford Gambit: Stafford Gambit: 5. d3 Bc5 6. Be2 h3 7. Be3

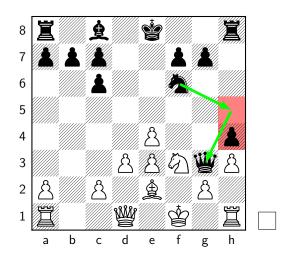
1 e4 e5 2 \bigcirc f3 \bigcirc f6 3 \bigcirc xe5 \bigcirc c6 4 \bigcirc xc6 dxc6 5 d3 \mid 7... \bigcirc ed4 \$c5 6 \$e2 h5 7 h3 ₩d4



1. 8 O-O 營d6



11 句f3 豐g3+ 12 曾f1 h4



10... 豐e5

- 1. 11 O-O 魚×h3 12 g×h3 豐g3+ 13 曾h1 豐×h3+ 14 曾g1

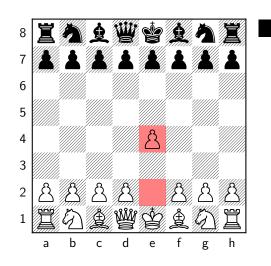
 - 1.2. **14...**罩**h6**

This is pleasant for Black

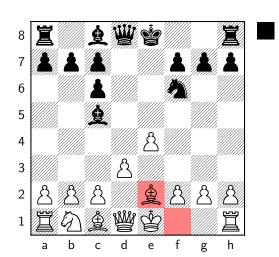


Stafford Gambit: Stafford Gambit: Hafu Variation (Refutation) 5. d3 Bc5 6. Be2 h5 7. c3 Bb6

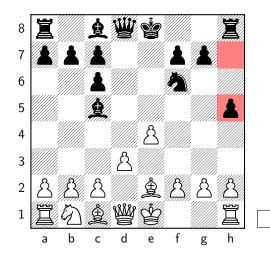




In this chapter we will be looking at the Stafford from white perspective. 1...e5 2 \bigcirc f3 \bigcirc f6 3 \bigcirc xe5 \bigcirc c6 4 \bigcirc xc6 dxc6 5 d3 \bigcirc c5 6 \bigcirc e2



6...h5



This setup is supposed to be the strongest refutation of the Stafford Gambit

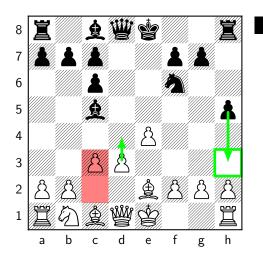
 $6\dots h5$

- 1. **7 O-O ②g4**
 - 1.1. **8 \delta**xg4 hxg4
 - 1.2. **8 h3 營d6 9 h**×g4 h×g4 **10 g3 營**×g**3**#

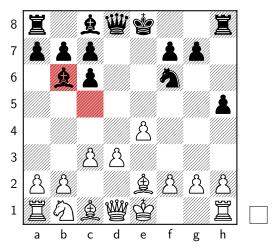
7 h3

2. 2.1. 7... 響d6 8 c3 ≜b6 9 公d2 公g8 10 a4
2.2. 7... 公h7 8 c3 響f6 9 d4

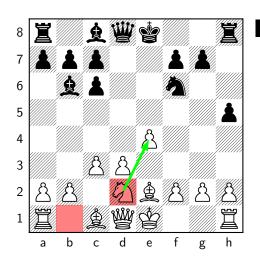
7 c3



$7\dots$ &b6



8 **2**d2

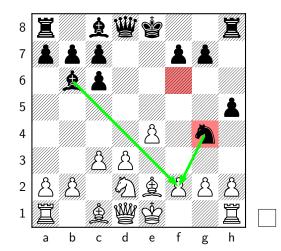


The idea is to shut down this pesky dark square bishop with ${\rm d}4$

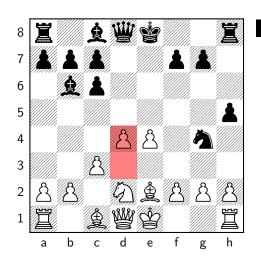
Prevents d4. If d4 now then black can take on e4

Protects the e4 pawn.

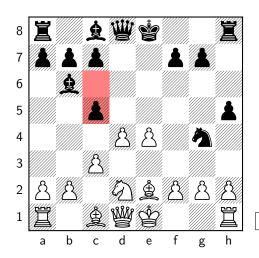
$8\dots$ 294



9 d4



9...c5



9 d4

1. 9.... **肾h4 10 g3**

1.1. **10... 瞥f6 11 公f3 h4 12** g×h4

1.1.1. **12...** 罩×h4 **13 4g5**

1.1.2. **12... 2 e7 13 h3 2 f6 14 e5**

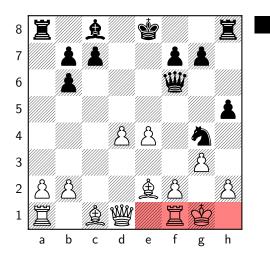
1.2. **10... 警h3 11 食f1**

1.3. **10... ७**e7 11 a4 a5 12 **△**c4

1.3.1. **12... ②f6**

c5 is a logical break for black in this position. The idea is to undouble the pawns and re-open the diagonal for the bishop.

 \bigcirc c4 c×d4 11 \bigcirc xb6 a×b6 12 c×d4 $\mbox{$\%$}$ h4 13 g3 $\mbox{$\%$}$ f6 14 O-O



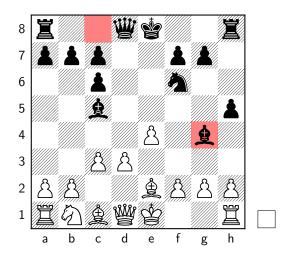
This position should be much better for white but objectively black still has a bit of pressure.

 $70 CHAPTER\ 16.\ STAFFORD\ GAMBIT: STAFFORD\ GAMBIT: HAFU\ VARIATION\ (REFUTATION)\ 5.\ D3\ BC5\ 6.\ BE2$



Stafford Gambit: Stafford Gambit: Hafu Variation (Refutation): 5. d3 Bc5 6. Be2 h5 7. c3 Bg4

1 e4 e5 2 \bigcirc f3 \bigcirc f6 3 \bigcirc xe5 \bigcirc c6 4 \bigcirc xc6 dxc6 5 d3 \bigcirc c5 6 \bigcirc e2 h5 7 c3 \bigcirc g4

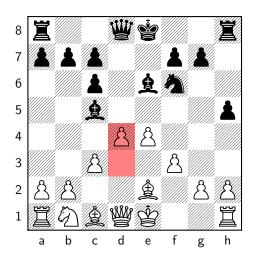


This sets up a little trap

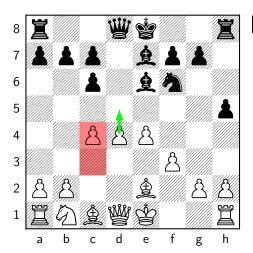
7... ≜g4 This sets up a little trap

- 8 ≜xg4 Playable but we prefer not to open the h file
 - $8...h \times g4$
- 2. **8 d4**
 - 2.1. **8... ②xe4**
 - 2.1.1. 9 \(\preceq\xxg4\) hxg4 10 \(\preceq\ext{e}2\) \(\preceq\ext{e}7\) 11 dxc5
 - 2.1.2. 9 d×c5 \(\vec{\pi}\)×d1+ 10 \(\delta\)×d1 \(\delta\)×d1
 - 2.1.2.1. 11 f3 \$\&\text{sf3} 12 g\times f3 \$\@\times c5 13 O-O\$
 - 2.1.2.2. **11 \$\darkappa \text{vd1} \$\overline{\Omega} \text{sf2+}**
 - 2.2. **8... \(\beta\) xe2** This is supposed to be the best move here
 - 9 ≝×e2 ⊈e7 10 O-O

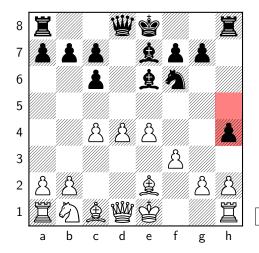
8 f3 \(\) e6 9 d4



9... **≜**e7 10 c4



10...h4



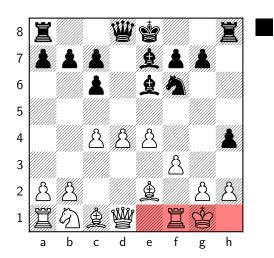
Black is getting pushed back

The idea here is that Black cannot put their queen on d7 to long castle. Black is just getting squeezed **10 c4** The idea here is that Black cannot put their queen on d7 to long castle. Black is just getting squeezed

- 1. **10...O-O 11 O-O**
- 2. **10... 営d7 11 d5**

Black tries to push the h pawn to weaken White's king-side.

11 O-O



11 O-O

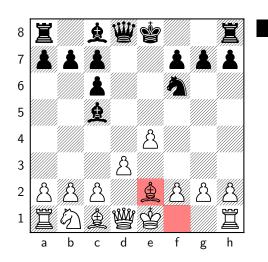
1. **11...h3 12 g3**

74CHAPTER 17. STAFFORD GAMBIT: STAFFORD GAMBIT: HAFU VARIATION (REFUTATION): 5. D3 BC5 6. BE



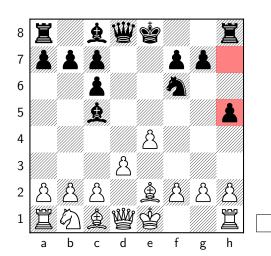
Stafford Gambit: Stafford Gambit: Magic line (can it be defeated?) 5. d3 Bc5 6 Be2 h5 7. c3 Ng4

1 e4 e5 2 \bigcirc f3 \bigcirc f6 3 \bigcirc xe5 \bigcirc c6 4 \bigcirc xc6 dxc6 5 d3 \bigcirc c5 6 \bigcirc e2

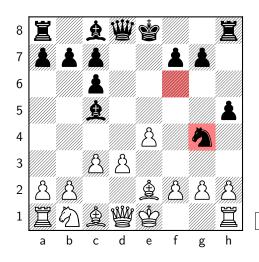


This variation is called the hafu variation and is supposed to be the best way to fight against the stafford. I covered it in another chapter but since then new ideas for black have appeared.

6...h5



7 c3 **2**g4



6...h5

1. $\bf 7~h3$ Maybe not the best move but at least it prevents Black from going Knight to $\bf g4$

7... **營d4**

1.1. 8 O-O ②g4 9 h×g4 h×g4 10 g3 罩h3 11 常g2 豐e5

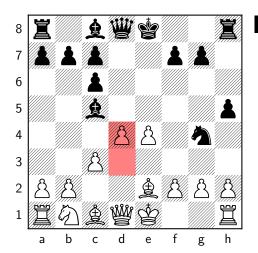
1.1.1. **12 ≅h1**

1.1.2. **12 \$f4**

1.2. **8 \(\) If1** Here we can play Rook to f1 with the idea of castling queen-side

7 公c3 公g4 8 魚×g4 h×g4 9 魚f4 魚e6 10 豐d2 罩h5 11 O-O-O 豐e7 12 d4 O-O-O

This line was used by Jonathan Schrantz to defeat the stockfish engine of Lichess. Since then this has become a popular line. This is my attempt at refutating it. Instead of retreating the bishop we keep going forward by putting the Knight on g4. This is a High risk high reward kind of situation where black has to keep creating threats and advancing regardless of how much pieces he loses. If white manages to stop Black initiative they should win on the spot. But in a blitz game this could be extremely dangerous.



8 d4

- 2. 8... ♠b6 If they go back with the bishop White shouldn't have any trouble.
 - 9 h3 \triangle f6 10 a4 White lunges forward with a4 to try to punish the poor placement of this bishop
 - 10...a5 11 &g5 We threatens to win the pinned knight
 - 1.1. **11... *** dotain** downward definition of the game
 - 1.1.1. **12... ②h7 13 ≜e3**
 - 1.1.1.1. **13.... 響e7**

14 O-O This position

14... 魚d7 15 罩e1 g5 16 魚×h5 O-O-O 17 魚g4 White will have to defend this position

- 1.1.1.2. **13...g5**
- 1.1.2. **12... ≜**×**d4** A desperate move. This bishop is dead on b6 so they sacrifice it to try to open lines. White has to be careful about fishing pole traps.
 - 13 c×d4 豐×d4

14 **©c2** Defending the pawn we will then bring back the bishop on e3

14... **å**e6 15 **å**e3

1.1.2.1. **15... 警d6**

16 f4 Threatens e5 forking two piece and taking some space in the center

- 1.1.2.2. **15... 曾d7 16 O-O**
- 1.1.2.2.1. **16...O-O**
- 1.1.2.2.2. **16... ②g4 17 h×g4 h×g4 18 g3** g3 makes room for the king and stops the white queen from coming to g3

18...O-O-O 19 常g2 罩h3 20 罩h1 White controls the h file. Now more threats here.

- 1.2. **11... 4e6 12 e5**
- $8... \triangle d6$ Here we just push back the opponnent.

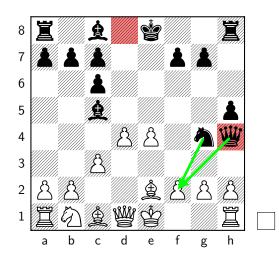
9 e5 \triangle e7 10 h3 \triangle h6 11 \triangle d2 Bringing our Knight into the game. This knight might go to e4 latter on.

- 11... **≜**e6 12 O-O
- - 2.2. **12... 2**f5 **13 2**e4 **2**h4 **14 2**e1 **2**d5 **15 2**f1
- 3. 8... 響f6 9 &×g4 &×g4 10 f3
 - 3.1. 10... 2d6 11 f×g4 wh4+ In this line white gets a piece but the king is forced to run. We should be able to find a safe spot on c2

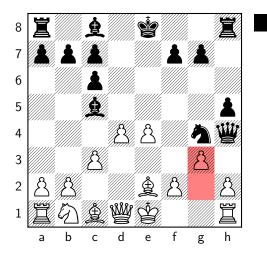
 $12 \, \, \dot{\mathbb{E}} d2$

12 O-O-O 13 \$\displays c2 \text{ hxg4} 14 \$\displays a3 \text{ We}

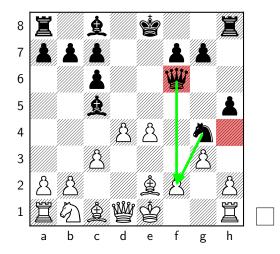
8... **₩h4**



9 g3



9... 豐f6

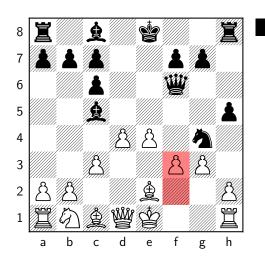


This leads to a double sacrifice. It's very dangerous for white. Lesser version of Stockfish have a hard time evaluating this position but in theory it should still be good for white if white can survive the next 10-15 moves

Of course here black threatens to take on f2, we stop it with $\mathbf{g3}$

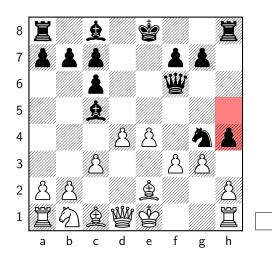
Renewing the threat

10 f3



It appears white is going to win material. But black can play an incredible move here

10...h4



A brilliant sacrifice even though it shouldn't work with perfect play it's incredibly dangerous. Here white cannot take either the knight or the bishop without giving black massive counterplay.

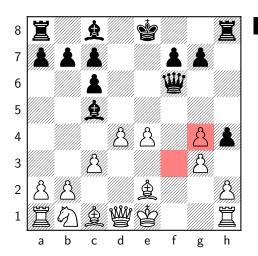
10...h4 A brilliant sacrifice even though it shouldn't work with perfect play it's incredibly dangerous. Here white cannot take either the knight or the bishop without giving black massive counterplay.

1. 11 **\(\Delta\)f4** At first thought that 11. Bf4 would win a piece while stopping Black's counterplay but g5 is a problem

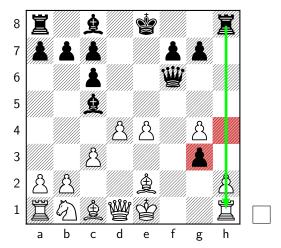
1.1. **11...g5**

- 1.1.1. **12** f×g4 g×f4 **13** g×f4
 - 1.1.1.1. **13... \(\beta\)b6** This is supposed to be winning for white thanks to the two extra pawns and the space advantage.
 - 1.1.1.2. **13... ≜e7**
- 1.1.2. **12 ≜**×**c7**
 - 1.1.2.1. 12... &e6 13 d×c5 h×g3
 - 1.1.2.1.1. **14 f**×**g4**
 - 1.1.2.1.2. **14 \$\primex g3**
 - 1.1.2.2. **12...** \$\delta b6 **13** \$\delta \times b6 h \times g3 **14** \$\delta c7\$ \$\delta \times f2\$
- 1.2. **11...** h×g3 **12** \triangleq ×g3
 - 1.2.1. **12... åd6**
 - 1.2.1.1. **13** e5 公×e5 **14** d×e5 魚×e5 **15** 魚×e5 豐×e5 **16** 豐d4 豐×d4 **17** c×d4
 - 1.2.1.2. **13** f×g4 **\$**×g3+
 - 1.2.2. **12... 包e3 13 豐d2**
 - 1.2.2.1. **13...** 包g**2+** 14 曾f**2 \$h3** 15 d×c5 **2d8** 16 **2d8** 16
 - 1.2.2.2. 13... ②f5 14 e×f5 单d6 15 豐e3+ 曾f8 16 罩f1 魚×f5 17 ②d2 罩e8 18 ②e4 豐e6
 - 1.2.2.2.1. **19 \$\d2**
- 11 d×c5 Taking the bishop is wrong
- 11...h×g3 After this White is almost completely paralysed despite being up a piece.
- 2. 2.1. 12 **a**d4 Attempting to trade queen to temper the attack and also give the kind some space
 - 12... **** bh4** Of course Black must decline the trade
 - 13 **d** Getting out of the discovery
 - 13... 夕f2 14 罩f1 g×h2
 - 2.1.1. **15 堂c2 h1豐 16 罩×h1 豐×h1** Black is up an exchange, has a lot of activity while White position has completely crambled.
 - 2.1.1.1. 17 **gg**5 f6
 - 2.1.1.1.1. **18 ≜e3 ②h3**
 - 2.1.1.1.1.1

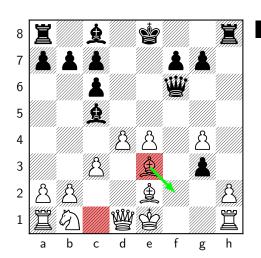
$11 \text{ f} \times \text{g}4$



 $11...h \times g3$



12 **≜**e3



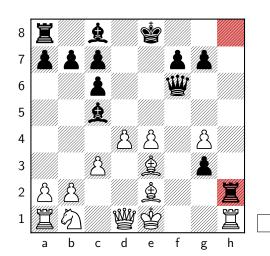
It is possible to capture the knight but a complicated tactical mess will ensue with practical chances for black even though the evaluation is heavily in white favor. Beside that's the line in which Jonathan Schrantz drew Stockfish.

Making use of the pin and threatening Qf2

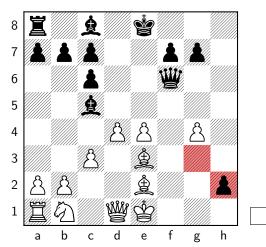
12 **≜**e3

- 2. 12...g×h2 13 d×c5 $ext{@e5}$ 14 $ext{@d2}$

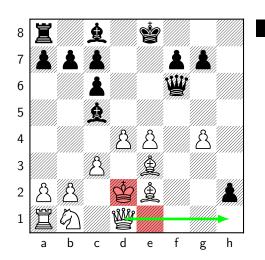
12... $\mathbb{Z} \times h2$



13 ****≅×h2 g×h2



14 **∲**d2



12... ≝×h2

1. 13 **\(\beta\g\garga\g**

1.1. **13... 響h4**

1.1.1. **14 4 dd2**

1.1.2. 14 d×c5 \(\begin{aligned} \begin{align

1.2. 13... 響f2+ 14 $\mathring{\mathbb{Z}} \times f2$ g×f2+ 15 曾d2

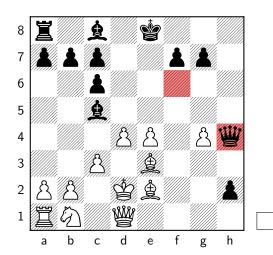
1.3. **13... ≜e7 14 罩×g3**

$13...g \times h2$

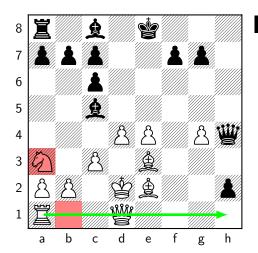
- 1. 14 d×c5 h1豐+
- 2. 14 **\$f3 \$xg4**

Kd2 is forced

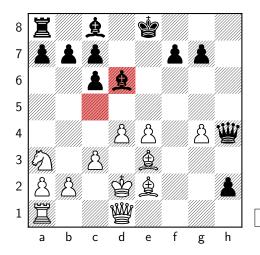
14... **營h**4



15 **②**a3



15...**≜**d6



14... **曾h**4

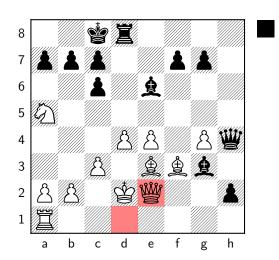
- 1. 15 食f3 食×g4 16 匂a3 食×f3 17 豐×f3
 - 1.1. **17... ≜d**6

Second forced move, after that White should get out of the complications unscathed.

15...**≜**d6

- - 1.1. **19 ≜**d**4 c5 20 ②**b**5** c×d**4 21 ②**×c**7**+ **営**e**7 22 ②**×e**6** f×e**6**
 - 1.2. **19 &d3**

16 \triangle c4 &g3 17 &f3 &e6 18 \triangle a5 O-O-O 19 $\mbox{\em @e2}$

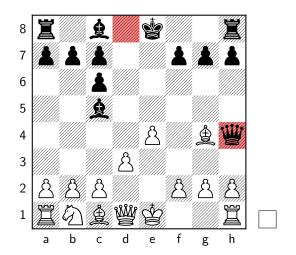


If need be White can put their queen or their rook on h1 to stop the pawn. This is probably still a little awkward but White should be winning here.



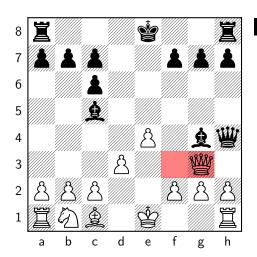
Stafford Gambit: Stafford Gambit: 5. d3 Bc5 6. Be2 Ng4

奠c5 6 奠e2 ②g4 7 奠×g4 豐h4

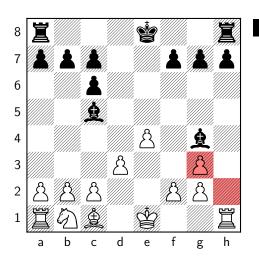


1. 8 O-O ≜xg4 9 ∰e1

8 \\ g13 \\ \ \ gxg4 9 \\ \ g3



9... ≝×g3 10 h×g3



9 **豐g3**

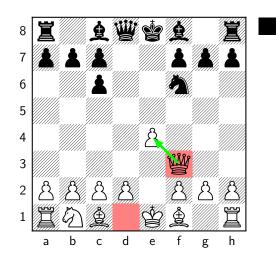
1. **9...** 豐h5

Black is still down a pawn but they have the bishop pair and better development while white has double g pawns. I believe this position offers pratical chances for the black side.



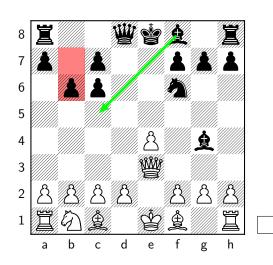
Stafford Gambit: 5tafford Gambit: 5 Qf3

1 e4 e5 2 \bigcirc f3 \bigcirc f6 3 \bigcirc xe5 \bigcirc c6 4 \bigcirc xc6 dxc6 5 \bigcirc f3



This is actually a pretty interesting way to face the Stafford. The idea is to place the queen on e3 and to hold everything and maybe castle long in the future. But the queen can also be a target in this variation.

5... ≜g4 6 ≝e3 b6



6...b6

- 1. **7** c3 &d6 8 e5 O-O [
 - 1.1. $9 \text{ e} \times \text{d} 6$

1.1.1. **9... □e**8

1.1.2. **9... ⊘d5**

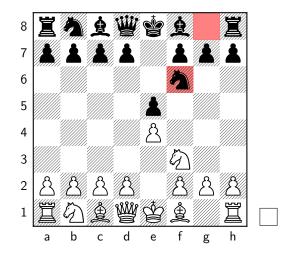
1.2. **9** e×**f**6 **□**e8

1.3. **9 f3 \$h5 10 d4** \$\alpha\$ **d5**



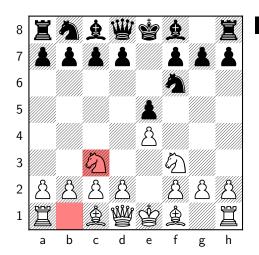
Stafford Gambit: Stafford Declined: Three Knights 3. Nc3 Nc6

1 e4 e5 2 **②**f3 **②**f6

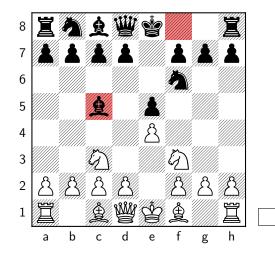


One of the drawback of the stafford is that white has to take the e5 pawn to enter it.

3 \(\hat{2}\)c3



3... **≜**c5



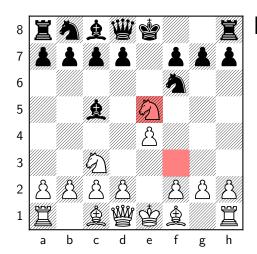
Here with white there are many people will prefer not to take the pawn, either to avoid the stafford or because they aren't familiar with the Petroff and would rather try to transpose to an italian or a spanish.

- 3 **②c3** Here with white there are many people will prefer not to take the pawn, either to avoid the stafford or because they aren't familiar with the Petroff and would rather try to transpose to an italian or a spanish.
 - 1. 3... ♠c6 The theoritically approved move here is to transpose to a four knight. This is a different opening which deserves a study of its own. However it can be tricky for white
 - 1.1. 4 &c4 This move for example is dubious
 - 4... ∅×e4 5 ∅×e4 d5 6 **å**d3
 - 1.1.1. 6...dxe4 7 &xe4 &d6
 - 1.1.2. **6...f5** 7 **②c3 e4**
 - 1.2. **4 d4** The problem is that this can also end up being a scotch which is probably not what Stafford players are aiming for.
 - 3... ♠b4 4 ᡚ×e5 O-O 5 ♠e2

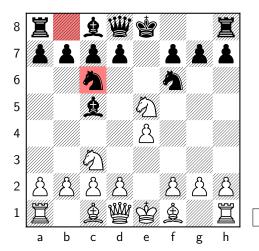
We can try to transpose to a Stafford by playing Bc5 3... \(\alpha \)c5 We can try to transpose to a Stafford by playing Bc5

2. 4 \(\preceq\)c4 Funnily enough most people will persist on declining the gambit

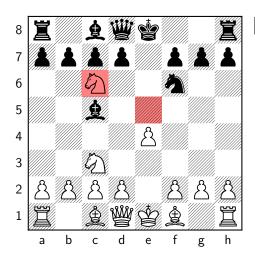
4 ②xe5



$4\dots$ 2c6



5 ᡚxc6



Taking the free pawn is best. In this line Black won't be able to recapture the e pawn like in the normal Petroff. However we can enter the stafford from this position

4...**∕**ᡚc6

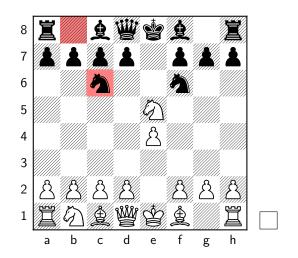
- 1. **5 ②f3** Here they can drop the knight back
 - 5... 豐e7
 - 1.1. 6 d4 ♠b4 7 ♠d3 ♠xe4 8 O-O ♠xc3 9 bxc3 ♠xc3 10 ♣b1 Just and illustrative line given by the computer. Here we can see that Black has regain the pawn they gambitted but at the cost of giving white a lot of initiative.
 - 1.2. **6 d3**
 - 5 **⊘d3** Also an interesting option

If they take the Knight this makes us happy because we transpose to a Stafford however...



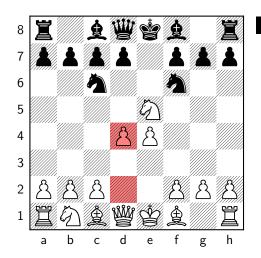
Stafford Gambit: Stafford Declined: 3. Nxe5 Nc6 4. d4!?

1 e4 e5 2 **2** f3 **2** f6 3 **2** xe5 **2** c6

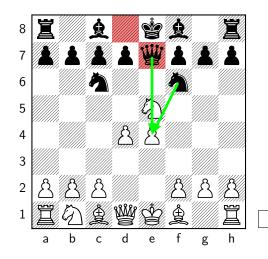


In this position the best move for white is to accept the gambit. But sometimes white may decide not to take the knight and to decline the gambit instead. The two main ways to do it is to either play d4 or to bring back the knight to f3.

4 d4



4... 營e7



In this chapter we take a look at d4 4 d4 In this chapter we take a look at d4

- 2. 4... ②×e4 5 豐e2 The threat of a discovered check is extremely unpleasant to deal with. If black moves the Knight they will lose the queen after Nxc6+ [
 - 1.1. 5...d5 6 ②×c6 b×c6 7 f3
 - 1.2. **5... 響h4**

6 g3 ee 7 exe4 d6 8 c3 dxe5 9 d5

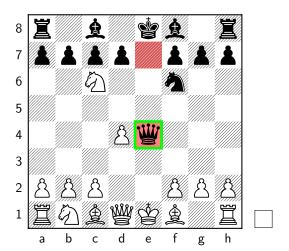
- 1.2.1. 9... **曾d8 10 d**xe5
- 1.2.2. 9...f5 10 ፟∅xe7 fxe4 11 ٰ∅xc6 bxc6 12 dxe5

And that position it's actually best not to take the pawn on e4 right away but to play the intermediate move Qe7!

4... **e**e7 And that position it's actually best not to take the pawn on e4 right away but to play the intermediate move Qe7!

- 2. 5 公c3 公xe5 6 dxe5 豐xe5 [
 - 1.1. 7 f4 \(\mathbb{e}\)e6 8 e5 \(\pa\)b4
 - 1.2. **7 \$\d3 \$\d4** [
 - 1.2.1. **8 O-O \$\preceq\$ \cdot c3 9 b \cdot c3**
 - 1.2.2. 8 **&d2 d5**

5 匂×c6 豐×e4+



No matter how they block the check from here all variations offer good chances for black.

- 5... 響×e4+ No matter how they block the check from here all variations offer good chances for black.
 - 6 ≜e2 d×c6 Opening the diagonales for both bishops

7 O-O

1.1. **7... ≜d**6

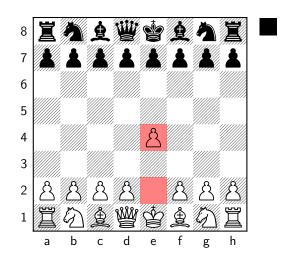
1.2. **7... ≜e6**

6 **≜e3** d×c6 7 **②**c3 **≜**b4



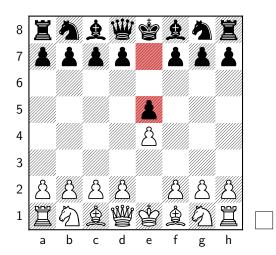
Stafford Gambit: Reverse Stafford Gambit (sort of)

1 e4

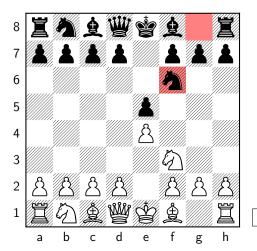


Now you might wonder: is there a way to play the stafford with the white pieces? Well actually there is! You can play the stafford with white and a better version even!

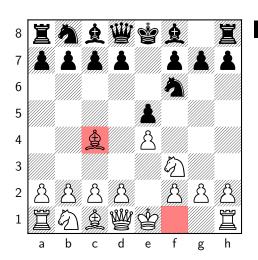
$1\dots \mathrm{e}5$



2 2 f3 2 f6



3 &c4



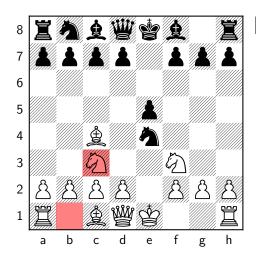
1...e5

- 2. 2 \(\) c4 You can increase your chances of getting the Boden-Kieseritzky Gambit by playing the Bishop opening (a e4 e5 sideline by the way, especially if like gambits).
 - 2... **②**f6 The main line of the Bishop opening goes Nf6
 - ${\bf 3}$ ${\ / \!\!\!\! \triangle f3}$ But after Nf3 we have a direct transposition to the Boden-Kieseritzky Gambit !
 - 3...∜⊃×e4
 - 4 \(\overline{0} \) c3

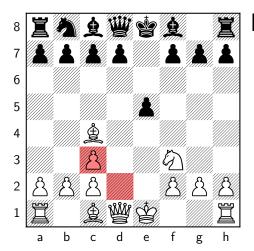
This reverse stafford Gambit is called Boden-Kieseritzky Gambit and it also occurs in the Petroff defense! But you can also get it through the bishop opening

Lichess flags this as a line from the Urusov Gambit which is another tricky and dangerous opening. If you enjoy the stafford with black this is definitely something you should take a look at

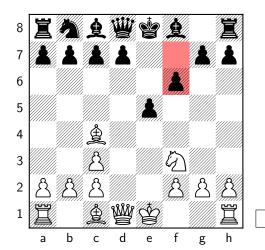
3... ②×e4 4 ②c3



4... ∅×c3 5 d×c3



5...f6



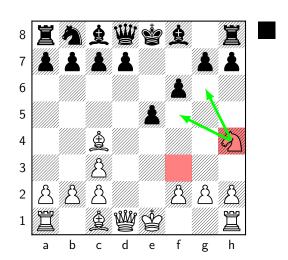
This leads to a reverse Stafford Gambit

$5 d \times c3$

- 1. 5...d6 6 包g5 **\$e6** 7 **\$xe6** fxe6 8 **響f3**
 - 1.1. **8... ≜e7**
 - 1.1.1. 9 豐f7+ 曾d7 10 豐xe6+ 曾e8
 - 1.1.2. **9 豐×b7 奠×g5**

 $\rm f6~prevents~Ng5~and~protects~the~pawn.$ This is essentially the only move Black has to try to refute our gambit.

6 **②h4**



White best try to attempt tricking black.